FALL '87/WINTER '88
CATALOG

STRATEGIC SIMULATIONS, INC.

WIN UP TO $1988*
if you predict the election outcome with PRESIDENT ELECT.
*See details in game box or contact SSI.

NEW GAMES

APPLE (Now)
C-64/128 (Now)
AMIGA (Now)
IBM (Nov.)
ATARI ST (Now)
Introductory.

In the 21st century, Europe suffered the same bio-war that devastated America, a holocaust that established the deadly scenario for SSI's exciting ROADWAR 2000™.

Now this sequel creates a post-doomsday Europe held hostage by maniacal terrorists who are threatening to detonate five nuclear devices across the continent. Before the United Nations caves in to their demands, it has agreed to a last desperate measure — send in the one man who can save Europe: You.

ROADWAR EUROPA starts off with you as the leader of a large road gang equipped with cars, trucks, and motorcycles of your own design. Transfer your crew from ROADWAR 2000 or create a new elite band. Your mission is twofold: one, locate and disarm the five hidden bombs; two, pinpoint the enemy's headquarters and destroy the terrorist leaders.

As you ride the highways, you'll battle mutants, cannibals, and rival road gangs. You can let the computer resolve combat quickly, or choose to personally direct the fighting in great tactical detail. Order your men to fire with guns or crossbows, ram or board enemy vehicles.

By fighting for new recruits, vehicles, supplies, ammunition and medicine, you'll maximize your chances for survival. You'll also prepare for the final roadwar whose outcome will determine the future of all Europe! By Jeff Johnson.

APPLE (Now)
C-64/128 (Now)
IBM (Now)
ATARI (Oct.)
Contains Introductory, Intermediate and Advanced Games.

Until April 6, 1862, General Grant's ascendency in the Union Army had been relatively uneventful. But on the dawn of that fateful Sunday, he found the 45,000 men under his command pressed against the Tennessee River at Pittsburg Landing, caught in a surprise attack by Confederate General Johnston and his Army of the Mississippi.

Thus began the Battle of Shiloh, two murderous days that would be Grant's first real trial by fire.

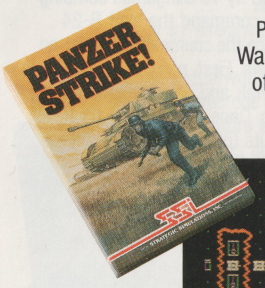
SHILOH: Grant's Trial in the West™ contains three games — Introductory, Intermediate, and Advanced — that are designed to challenge wargaming fans of all levels.

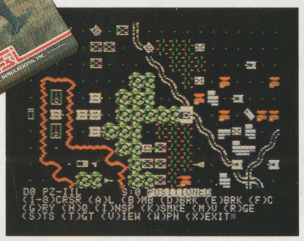
It uses an improved version of the critically acclaimed game system first seen in SSI's GETTYSBURG: The Turning Point™. The Battle of Shiloh is faithfully re-created in 15 turns. All brigades historically present at the battle are included, as are the Federal gunboats Lexington and Tyler. The 30x30 square-grid battlefield accurately reflects the terrain around Shiloh.

A significant refinement is the ability to switch between a strategic and tactical display anytime during play. Another is the inclusion of special morale rules for "green," untried troops.

The Battle of Shiloh could just as easily have been a Union defeat or victory. Now, you determine the outcome. By David Landrey and Chuck Kroegel.

NEW GAMES





64K APPLE (Dec.)
C-64/128 (Jan.)
Advanced.

PANZER STRIKE!™ boasts the highest resolution of any of our World War II titles. Each unit symbol represents either one tank/gun or a squad of infantry; each square of the 60x60 map, 50 yards. The action is so detailed, you'll feel like you're caught in the middle of the blitzkrieg of the German Army in all its major campaigns.

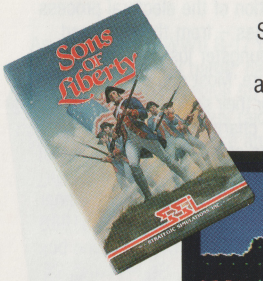
Three theaters are covered: The entire Eastern Front, the Western Front in 1940, and the North African campaign. This tactical game includes practically every ground weapon used in those theaters — from tanks, tank destroyers and artillery to trucks, mortars and machine guns.

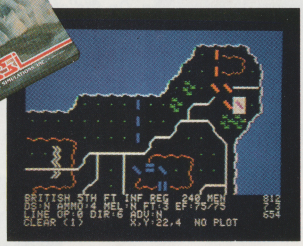
The ratings for armored vehicles go beyond even our usual high standards for realism. For example, armor is segmented into front and side of hull, front and side of turret, and top.

In PANZER STRIKE!, you can simulate single battles or an entire campaign. The former lets you play against another player or the computer. If you wish to depart from the historical setups already provided, you can create your own by buying your forces, drawing new maps and establishing different missions.

The campaign scenario pits you against the computer. It creates the maps and determines the type of battles: assaults, pursuits or meeting engagements. The ultimate objective of the campaign game is to fight — and win — as many battles as possible before the war ends. By Gary Grigsby.

Note: APPLE disk is 64K.





64K APPLE (Dec.)
C-64/128 (Dec.)
ATARI (Jan.)
IBM (Jan.)
Contains Introductory, Intermediate and Advanced Games.

SONS OF LIBERTY™ marks SSI's foray into the Revolutionary War.

Three epic battles make up this game, each increasing in complexity and scale. And each battle can be fought under Introductory, Intermediate or Advanced rules. In solitaire play, the computer can direct either or both sides.

The Battle of Bunker Hill serves as an easy way to step into the game. This critical engagement was a small affair, involving only a few thousand men and a tiny patch of ground.

The Battle of Saratoga is regarded as the turning point of the Revolution. This major British defeat convinced France that it was an opportune time to declare war on England, forcing her to fight on two fronts. This more complex scenario challenges you to repeat the historical outcome.

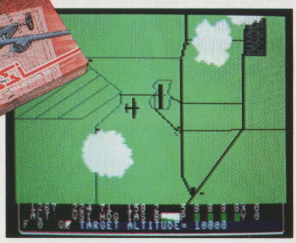
The Battle of Monmouth — the largest of the three — pitted George Washington's winter-hardened veterans against the British in what proved to be an undecisive battle. What the battle did show was Washington's leadership, an admirable ability to keep his army together and its morale up against the adversities of weather and war. Can you do as well?

Fight the war that gave America her independence and Constitution, a war that changed the history of the world. By David Landrey and Chuck Kroegel.

Note: APPLE disk is 64K.

NEW CONVERSIONS

NEW IBM, APPLE, ST!

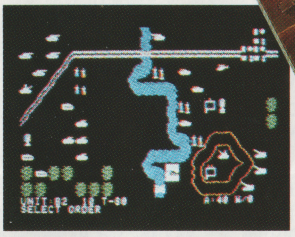


APPLE (Nov.)
IBM (Nov.)
ATARI ST (Nov.)
Also C-64/128.
Introductory.

B-24™ is a flight/combat emulator that challenges you to fly 19 dangerous bombing raids over the Axis' oil refineries at Ploesti, Rumania. You command the lead B-24 Liberator, which will determine the course of action for an entire formation of forty B-24s. First, practice taking off, flying in formation against flak and enemy fighters, bombing targets and landing. Once you're ready, it's time to bomb Ploesti and reduce its total oil production below what was accomplished historically. If you succeed, you'll be told how much you would have shortened the war in Europe! By John Gray. Includes graphics routines from The Graphics Magician® by Polarware™.
Note: APPLE disk is 64K.

Armored warfare of the 1990's. What will it be like when modern war machines – sleek, turbine-propelled, missile-armed, laser-guided – clash on the battlefield? The answer can be found in MECH BRIGADE.™ We've compiled the combat ratings for practically every weapon type found in the arsenals of the U.S., West Germany, England, and the Warsaw Pact. Using a modified version of the popular KAMPFGRUPPE™ combat system, hit probabilities for every weapon are calculated instantly. Combat is resolved down to individual tanks, guns and soldiers. Four scenarios are provided, each in a different area of West Germany. You can also create your own with the Random Setup. During solitaire, the computer can direct either side. By Gary Grigsby.

NEW IBM!



IBM (Now)
Also Apple, Atari, C-64/128.
Advanced.

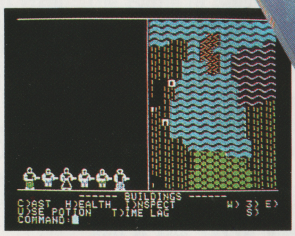
NEW ST!

ATARI ST (Oct.)
Also Apple, IBM, C-64/128.
Introductory.

Who's going to win the wide-open presidential race in 1988? Don't wait for the pundits and pollsters to predict the outcome. Play PRESIDENT ELECT,™ 1988 Edition and predict it yourself – right now. This fun, fast and realistic simulation of the electoral process makes a perfect gift for armchair politicians of all ages – from the seasoned campaign follower to the youngster just learning about America's democratic stucture. Most current and potential candidates come rated for their socio-economic views, foreign policy positions and charisma. You are free to change these ratings. On the campaign trail, you do all the things a good candidate must do: make campaign stops, advertise, debate. If you predict the correct winner with this game, you'll have a chance to win up to $1988 in our President Elect Contest. See details in game box or contact SSI. By Nelson Hernandez, Sr.

Following in the footsteps of PHANTASIE,™ one of SSI's most successful and popular games, is PHANTASIE II.™ The Dark Lord Nikademus has cast a curse on a beautiful island and its people. Your mission is to remove the curse and save the island – no easy task since you have little to go on. All you know is that the curse is embodied in an evil orb. To find this orb, you can enlist the help of one to six characters (the same ones you used in Phantasie, or start anew with different ones). With this motley crew, you'll map out new terrain, explore dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. With all these magical distractions and obstructions, don't forget your primary goal: Locate the orb and find a way to destroy it! By Doug Wood.

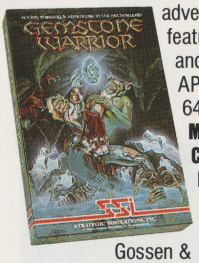
NEW ATARI!



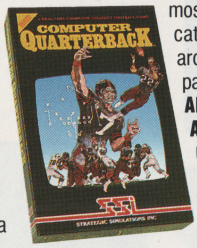
ATARI (Oct.)
Also Apple, ST, C-64/128.
Introductory.

SSI CLASSICS

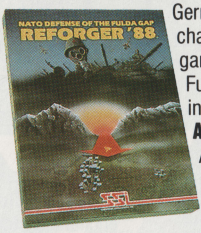
In their prime, the following games were recognized as some of our best titles.
We are now offering them at a special low price of $14.95.
If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!



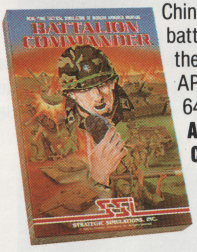
Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy. APPLE disk is 64K. **APPLE, MAC, ATARI, C-64/128.** Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.



A real-time strategy simulation of NFL football that is probably the most sophisticated & realistic around. Game paddles required. **APPLE, ATARI, C-64/128.** Introductory. By Dan Bunten.



Reforger: NATO's annual exercise assumes a Soviet strike into West Germany. Take charge in this game during the Fulda Gap invasion. **APPLE, ATARI.** Advanced. By Gary Grigsby.

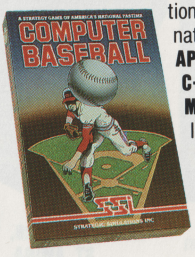


Prepare for real-time action as you direct a modern U.S., Soviet or Chinese armored battalion against the computer. APPLE disk is 64K. **APPLE, ATARI, C-64/128.** Introductory. By David Hille.

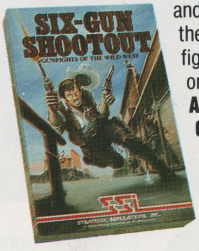
Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless. **APPLE, ATARI, C-64/128.** Introductory. By Charles Dougherty.

Pilot 36 of World War II's greatest fighters and bombers in 4 scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight. **C-64/128.** Advanced. By Charles Merrow & Jack Avery.

As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France and Germany? **APPLE, IBM, ATARI, C-64/128.** Introductory. By John Gray.



Create and manage any team you like in this superb strategy simulation of America's national sport! **APPLE, ATARI, C-64/128, IBM, MAC.** Introductory. By Charles Merrow & Jack Avery.



Direct some infamous characters of the Wild West such as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen! **APPLE, ATARI, C-64/128.** Introductory. By Jeff Johnson.

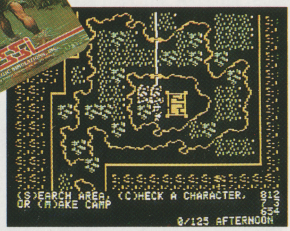
We've tagged every one of our games as Advanced, Intermediate, or Introductory.

- ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.
- INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.
- INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

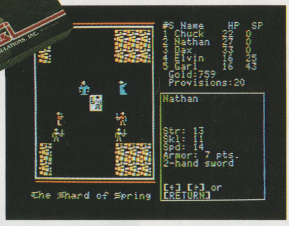
FANTASY

"Family Computing" 1986 Best Role-Playing Adventure Game of the Year. Guide 8 adventurers in search of the lost Wizard's Crown.



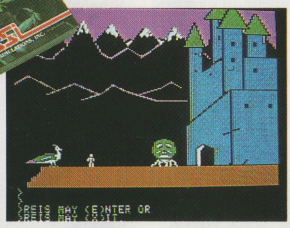
APPLE, ATARI, IBM, C-64/128, ST.
Intermediate.
By Paul Murray & Keith Brors.

Embark on a treacherous journey to regain the Shard of Spring, an enchanted stone that bestows eternal springtime.
Note: APPLE disk is 64K.

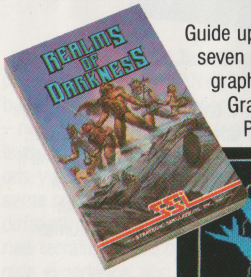


APPLE, C-64/128, IBM.
Introductory.
By Craig Roth & David Stark.

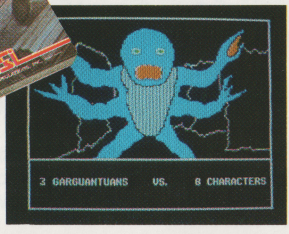
Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from The Graphics Magician® by Polarware™.



APPLE, C-64/128, IBM, ST.
Introductory.
By Ali N. Atabek.



Guide up to eight adventurers on seven different quests. Includes graphics routines from The Graphics Magician® by Polarware™.

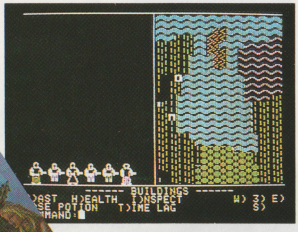


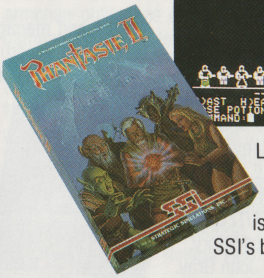
APPLE, C-64/128.
Intermediate.
By Gary Smith & Duong Nghiem.

APPLE, ST, ATARI, C-64/128, IBM, AMIGA.
Introductory.
By Doug Wood.

"Family Computing" 1985 Role-Playing Adventure Game of the Year. Search for the Nine Rings to help you battle the Dark Lord's evil minions.

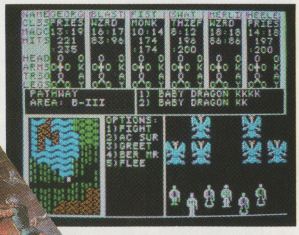
APPLE, ATARI, C-64/128, ST.
Introductory.
By Doug Wood.

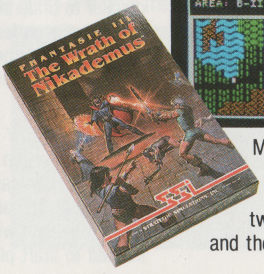




Locate and destroy the Dark Lord's evil orb in this new adventure that is the exciting sequel to SSI's best-selling fantasy game.

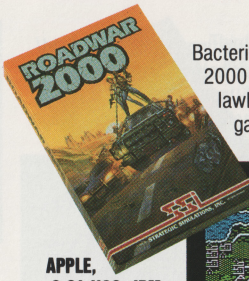
APPLE, C-64/128, ST, AMIGA.
Introductory.
By Doug Wood.





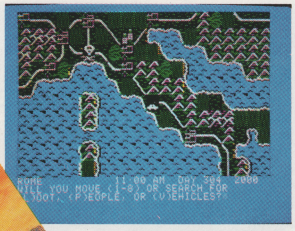
More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of 6 heroes and the Dark Lord Nikademus.

FANTASY AND SCIENCE FICTION

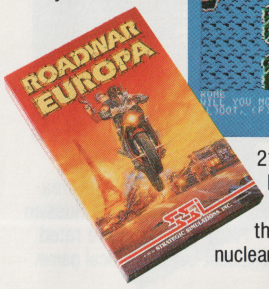


Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure.

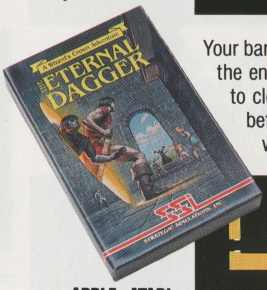
APPLE, C-64/128, IBM, ST, AMIGA.
Introductory.
By Jeff Johnson.



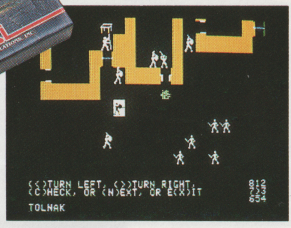
APPLE, C-64/128, AMIGA, IBM, ST.
Introductory.
By Jeff Johnson.



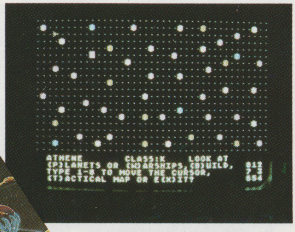
21st-century Europe is held hostage by maniacal terrorists. You must stop them from detonating five nuclear bombs.



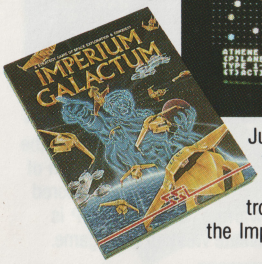
Your band of eight must search for the enchanted Eternal Dagger to close the Demon Portal before the Undead can overwhelm Middle World.



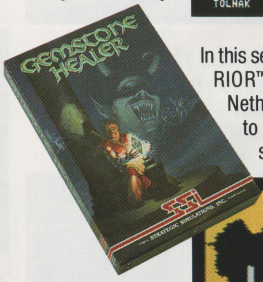
APPLE, ATARI, C-64/128.
Intermediate.
By Paul Murray.



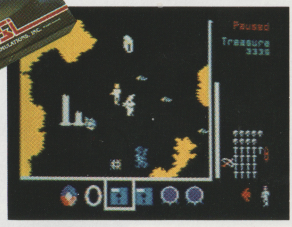
APPLE, ATARI, C-64/128.
Advanced.
By Paul Murray.



Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.

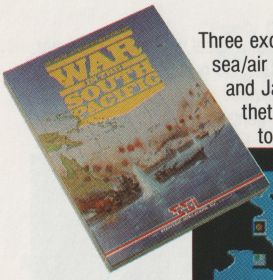


In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Note: Apple disk is 64K.**

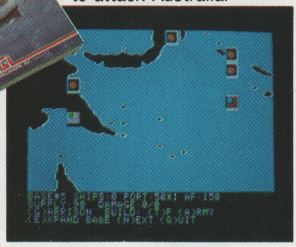


APPLE, C-64/128.
Introductory.
By Peter Lount, Trouba Gossen & Kevin Pickell.

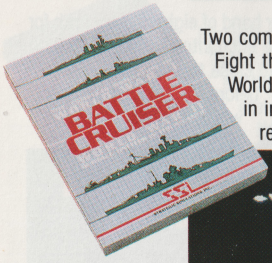
WARGAMES



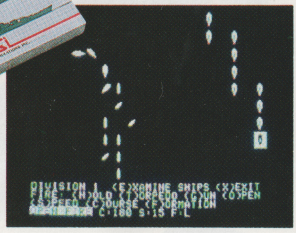
Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.



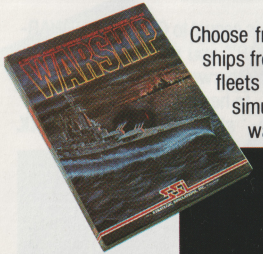
APPLE, C-64/128.
Advanced.
By Gary Grigsby.



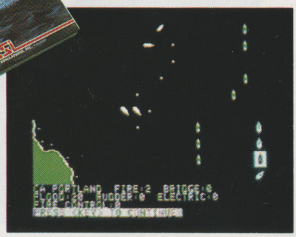
Two complete games in one: Fight the naval battles of both World War I and World War II in incredible detail and realism.



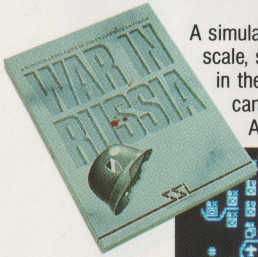
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



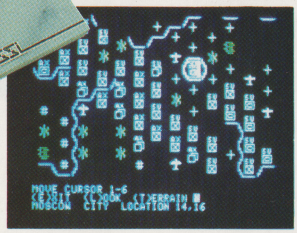
Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.



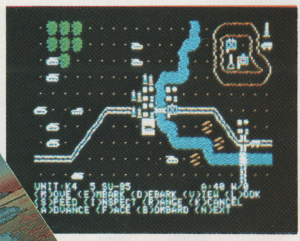
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



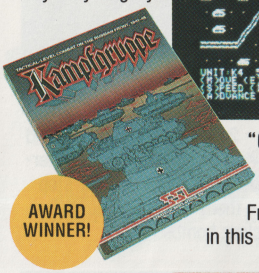
A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!



APPLE, ATARI.
Advanced.
By Gary Grigsby.

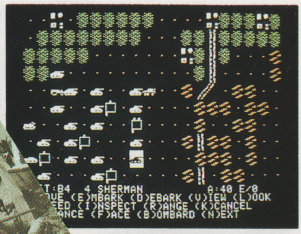


APPLE, ATARI, C-64/128, IBM, AMIGA.
Advanced.
By Gary Grigsby.



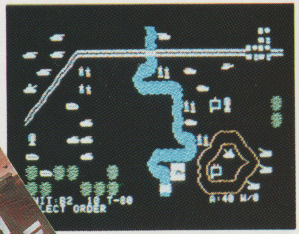
AWARD WINNER!

"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.



APPLE, C-64/128.
Advanced.
By Gary Grigsby.

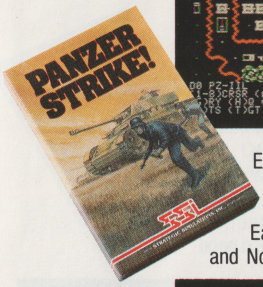
KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.

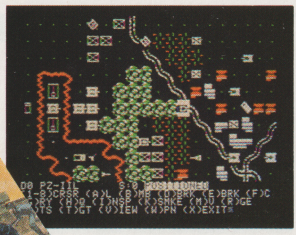


APPLE, ATARI, C-64/128, IBM.
Advanced.
By Gary Grigsby.

The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

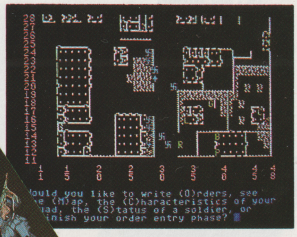
APPLE, C-64/128.
Advanced.
By Gary Grigsby





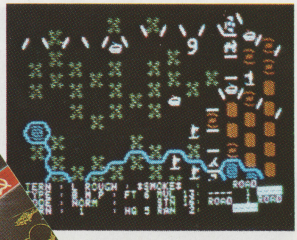
Engage in highly detailed tank-to-tank and squad-to-squad combat on the Eastern Front, France 1940 and North Africa.

APPLE, ATARI, C-64/128, MAC.
Advanced.
By Ed Williger & Larry Strawser.



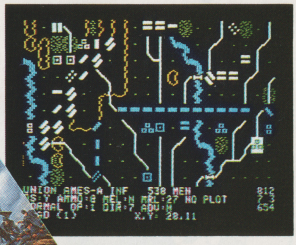
Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

APPLE, C-64/128.
Advanced.
By Roger Keating.



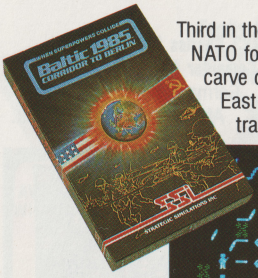
Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

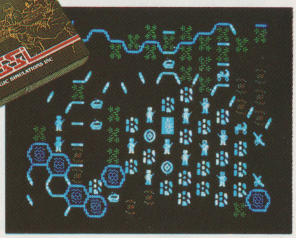
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



"Family Computing" 1986 Strategy & Tactics Game of the Year. Also 1986 Charles Roberts Best Military/Strategy Computer Game. APPLE disk is 64K.

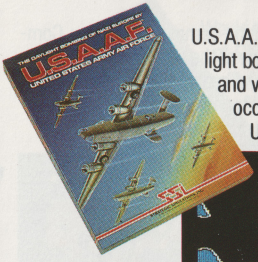
Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.

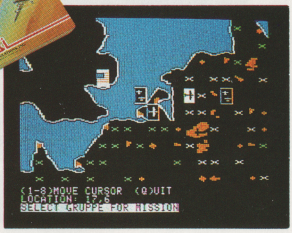




APPLE, C-64/128.
Advanced.
By Roger Keating.

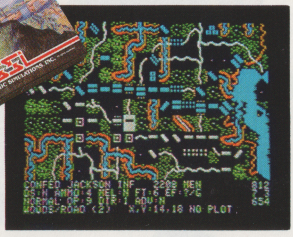
U.S.A.A.F.™ simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.





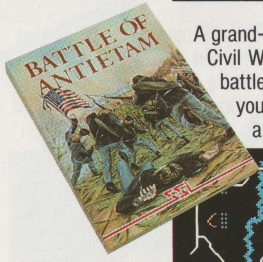
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

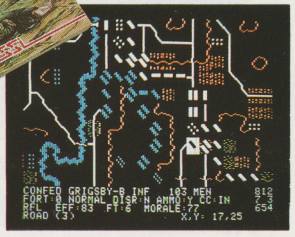
The Battle of Shiloh was Grant's first real trial by fire. It was a see-saw affair that could have gone either way. Now, you determine the outcome.



APPLE, ATARI C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



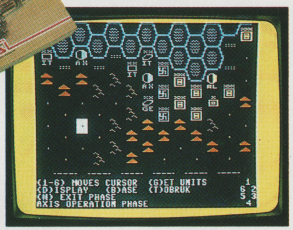


APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

WARGAMES

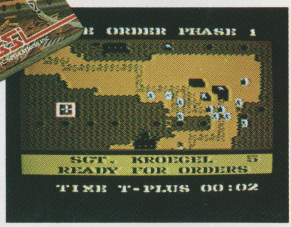
AWARD WINNER!

1983 Charles Roberts Best Computer Game. Britain and Germany clash in this North Africa Campaign, 1941-42.

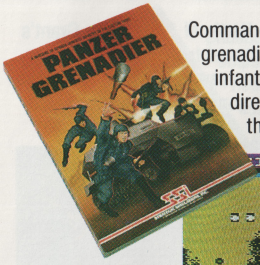


APPLE, ATARI, C-64/128, IBM.
Intermediate.
By Tactical Design Group.

Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe.

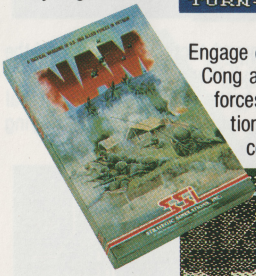


APPLE, ATARI, C-64/128.
Intermediate.
By Roger Damon.

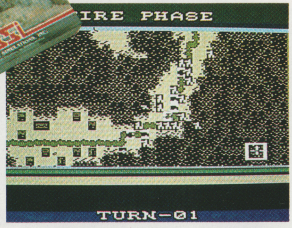


Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!

APPLE, ATARI, C-64/128.
Introductory.
By Roger Damon.

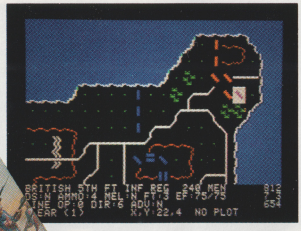


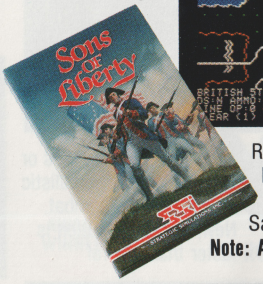
Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action."



APPLE, ATARI, C-64/128.
Introductory.
By Roger Damon & Jeff Johnson.

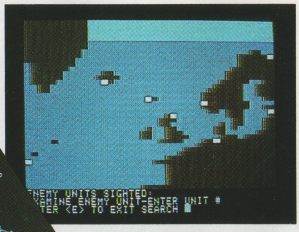
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

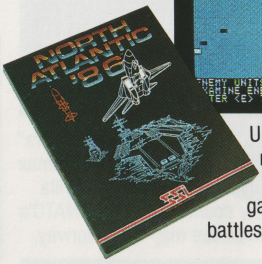




Refight three historical battles of the American Revolution: Bunker Hill, Saratoga, and Monmouth.
Note: APPLE disk is 64K.

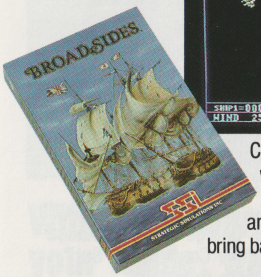
APPLE, MAC.
Intermediate.
By Gary Grigsby.

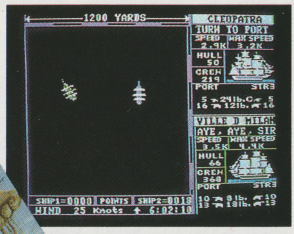




Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet battles in the North Atlantic.

APPLE, ATARI, C-64/128.
Introductory.
By Wayne Garris.





Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.

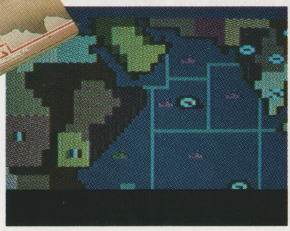
ATARI, C-64/128.
Introductory.
By Roger Damon.

AWARD WINNER!

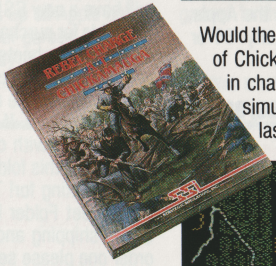
"Antic" Magazine Outstanding Product 1987 Award. Play games that you design! Create your own maps, troops, weapons and battles.

AWARD WINNER!

Family Computing" 1985 Best Game of the Year. Fight for world domination during the Age of Imperialism.
Note: APPLE disk is 64K.



APPLE, ATARI, C-64/128, ST.
Introductory.
By Dan Cermak.



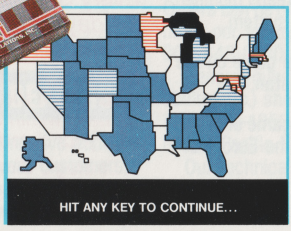
Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.

APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

Note: APPLE disk is 64K.

POLITICS

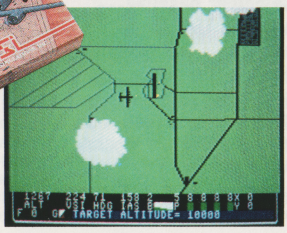
Who'll win in '88? Find out today with this realistic model of the race for the presidency. It also re-creates all the election years from 1960 to 1984.



APPLE, C-64/128, IBM, ST.
Introductory. By Nelson Hernandez, Sr.

FLIGHT EMULATOR

This flight and combat emulator lets you fly a B-24 Liberator and guide a bomber group in 19 missions to bomb the oil refineries in Ploesti, Rumania.



APPLE, C-64/128, IBM, ST.
Introductory.
By John Gray.

DATA DISKS

The following data disks are available directly from SSI.

Please add $2.00 to your total order for shipping and handling. California residents add applicable sales tax. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for $4.00.

Computer Quarterback 1985/86
NFL TEAMS DATA DISKS.

These contain player statistics for all 1985, 1986 and several historical NFL teams. Available for the Apple, Atari and C-64/128. Specify '85 or '86. **$14.95 each.**

Computer Baseball 1985/86
TEAMS DATA DISKS & STATISTICS COMPILER.

Update your major-league matchups with stats for all the 1985/86 AL and NL teams. A stat compiler is featured. It records all performance stats of games played using the disk. Available for the Apple, Atari & C-64/128. Specify '85 or '86. **$14.95 each.**

Kampfgruppe
SCENARIO DISK #1.

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple, Atari, C-64/128 and IBM. **$19.95**

Professional Tour Golf
COURSE MODULE #1.

This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location. Apple, C-64/128. **$14.95**

MORE DATA DISKS

The following data disk is offered by independent agents. **Please do not order it through SSI!**

Computer Baseball
ALL STAR TEAMS.

All-time, all star teams for each of the 26 major league teams on one disk (based on player's best year in the current era, 1946 and after). On the same disk are separate NL and AL all star teams for 1980 and each subsequent year. **$15.00** (includes postage; California residents add applicable sales tax). Send your check or money order to:

MDT Sports Company
1335 Pacific Street, Dept. A
Santa Monica, CA 90405

Specify Apple, C-64/128 or IBM when ordering.

MDT Sports Company is not affiliated with SSI. We are not responsible for their products and announce them here for your information only.

HINT SHEET FOLDER

Beginning in November, 1987 we will have a new SSI hint sheet folder available for purchase. The folder will contain hint sheets covering each of our current fantasy games as well as answers to the most asked wargame questions. If you've ever wanted help with our fantasy or wargames, this folder could be what you're looking for! The cost of the Hint Sheet Folder is $1.00 plus $2.00 shipping and handling. To order one please send your check or money order for $3.00 (California residents please add the appropriate sales tax to the $1.00) to the address below. Please enclose your name and full mailing address with zip code.

HINT SHEET FOLDER
Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043

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Atari® ST Conversions:
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NOTE: The Macintosh version of Computer Ambush and the IBM version of Shard of Spring are delayed, but will hopefully be published sometime this year. And due to circumstances beyond our control, the Atari ST version of Shard of Spring has been cancelled.

Look for our games at your local computer/software or game store today. If there are no stores near you, VISA and M/C holders can order by calling **toll-free 800-443-0100 x335.** To order by mail, send your check to: SSI, 1046 N. Rengstorff Avenue, Mountain View, CA 94043. (CA residents, add applicable sales tax.)

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‡ Requires joysticks.

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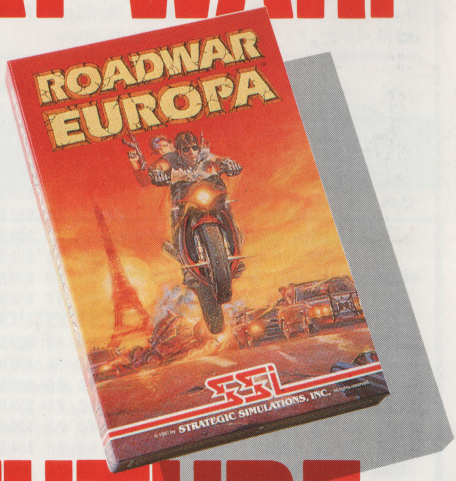

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